

Adult Softball League Rules & Regulations
Clark County Parks & Recreation
2601 E Sunset Rd
Las Vegas, NV 89120
702-455-8241
www.ClarkCountyNV.gov/Sports

The National Softball Association (NSA) Slow Pitch Softball Rules will govern league play with certain exceptions set forth in these rules and regulations. The Clark County Parks & Recreation Department has final authority over any disparities.

League Levels

1. Novice Leagues – No home run hitters – All home runs are outs
2. D Leagues – One (1) home run hitter per team. The first player on a team to hit a homerun in that game may hit as many as they can. Any others will be an out.
3. D+ Leagues – Two (2) home run hitters per team. The first two players on a team to hit a homerun in that game may hit as many as they can. Any others will be an out.

Liability

1. Team insurance coverage is not mandatory and is not included in the team entrance fee. The Clark County Parks and Recreation Department will not be responsible for any and all claims or damages that may result from participation in this softball program. Any team participating in the Clark County softball program may voluntarily obtain team insurance through any of the nationally affiliated organizations such as the National Softball Association (NSA).

Conduct & Sportsmanship

1. Clark County Parks & Recreation staff reserves the right to remove and/or prohibit a team, player, or coach from league play at anytime due to inappropriate behavior or unsportsmanlike conduct.
2. Players and coaches can be ejected anytime while at the field site, including before, during and after scheduled games.
3. Any player displaying improper behavior or verbal abuse towards a league official, player, coach or spectator may be ejected from the game and/or suspended from the league.
4. An ejected player has one minute to leave the field and/or dugout area. If the ejected player is still disruptive the umpire may request the player leave the park. The player has one minute to leave the park or the game will be forfeited.
5. Any player who physically abuses, pushes, shoves, strikes, touches or threatens an league official, player, coach, or spectator will be immediately ejected and subject to league suspension up to and including a permanent ban from league play.
6. Coaches are responsible for the conduct of their players and must do everything possible to assist the umpire in keeping the game conducted in an orderly and respectful manner.

Rosters & Player Eligibility

1. Team rosters are limited to twenty (20) players including the coach.
2. Rosters must be turned in to the field monitor at your first game of the season.
3. Participants 15 years and older may play in Clark County Leagues. Participants younger than 18 must have their parents sign a waiver form. Youth participant waivers can be requested at the league office.
4. Rosters will be frozen after the third (3rd) week or the sixth (6) league game. Players may not play on two (2) teams in the same league; they must remove their name off their prior team's roster.
5. All Roster Players must have picture identification available upon request at each game. If a game is challenged on the basis of an un-rostered player and the player can not or will not provide picture identification then all games that player played in that night will be declared a forfeit.

6. Only players and coaches who are on the roster are allowed in the dugout. Family members and spectators are asked to sit in the bleacher area.
7. Failure to turn in your roster or rosters found to have forged signatures may result in your games being forfeited until a completed roster is on file with the sports office.

Game Times & Forfeits

1. All game times begin at the time stated on your schedule
2. Time limit on games is one (1) hour. Once a pitch is thrown to start an inning, that inning must be completed no matter if the hour expires during that inning.
3. Ten run rule after 5 innings and 15 run rule after 4 innings are in effect.
4. No protests will be allowed on game times.
5. Coaches are required to complete the line-up card prior to the scheduled game time.
6. In case of a tie after the time limit, games will continue until a winner is decided.
7. Rainouts will be made up at the discretion of the League Supervisor. Call the office at (702) 455-8241 after 3:00 p.m. the day of bad weather. The League Supervisor will make the final decision on all re-scheduled games.
8. If a game is stopped due to weather and the game has completed the top half of the 4th inning and the home team is ahead, the game can be deemed an official game and the home team is declared the winner, and the game officially counts in standings. If the game has completed the bottom half of the 4th inning and either team is ahead, the game can be deemed an official game. The leading team is declared the winner, and the game officially counts in the standings. After a game is deemed official it will revert back to the last completed inning to determine a winner. (Effective 09/16/2013)
9. Games will not be rescheduled to accommodate team requests. All games will be played according to the schedule.
10. In case of a forfeit, both teams must pay the umpire the \$13.00 game fee. The team with the legal number of players will record a win if they pay the umpire fees, otherwise both teams will record a loss. If you know ahead of time that your team will forfeit please call the sports office by 1:00 p.m. game day to avoid having to pay umpire fees. Saturday games need to call by 4:30 p.m. the Friday prior.
11. Any team that forfeits four (4) games can be removed from play for the remainder of the season

General League Rules

1. Games consist of seven (7) innings or the one (1) hour time limit. Any inning started will be completed. Games will be played until a winner is determined.
2. Umpire Fees are \$13.00 cash per game, per team.
3. Clark County uses the free substitution rule. Starting players may be removed from the ball game and brought back into the game one time in the same position in the batting order. The substitute must then be removed from the game. Substitutes may never re-enter the game on normal circumstances.
4. On injuries only, teams may bring in players that have already played to finish the game. This is the ONLY situation when batting order can be changed. The injured player may not return to play in that particular game.
5. All batters will begin their time at bat with one (1) ball, one (1) strike count. Fair ball only will be in effect in all leagues. Batter will be automatically out on second foul after two (2) strikes. Two (2) after two (2) - a ball that is caught in or lands in foul territory will be a dead ball. Batter is out and runners may not advance.
6. Courtesy runners are allowed one per inning. Any player on the roster may be the runner. Courtesy runner must be male for male and female for female.
7. Alcoholic beverages are **not** allowed in the dug out or on the playing field. Alcohol is also **not** allowed outside of the ball field complex area including parking lots. You may have alcohol in and around the grandstand area.
8. Umpire will keep the official game score. Coaches are responsible for verifying the score after each inning of play. Teams are encouraged to keep a scorebook. No protests allowed on scores.
9. Gloves must be kept in the dugout at all times when teams are at bat.

10. Teams will alternate home team on all scheduled double headers.
11. No music devices are permitted to be played during games. This includes all radios, boom boxes, etc.
12. Standings are posted daily at www.clarkcountynv.gov/sports. Please call the office at 455-8241 if you notice an error.
13. Any complaints regarding umpires or field monitors should be submitted in writing and sent to the sports office. Fax: 455-8119 Email:CCPRSports@clarkcountynv.gov

Base Running

1. Base Distance – 70 feet instead of 65 feet (safety rule)
2. Runners may lead off after the ball is released from the pitcher's hand.
3. After a pitched ball, a runner may be forced out on a return throw from the catcher to the base that is occupied by the runner.
4. Any pitched ball that lands in front of the plate is a dead ball and no play may be made on a runner. The ball must cross the front plane of the plate to be considered a live ball.
5. On an overthrow for attempted pick off, runners do not need to retouch the bag.
6. Runners must slide or avoid a collision when the fielder is attempting a tag.

Pitching & Scoring

1. Arch on all pitches must be 6' to 10'
2. A strike will be any part of the plate or mat extension
3. The catcher must let the ball land on any part of the strike zone to be called a strike
4. A scoring player may touch the plate or mat extension on plays that are not close. During force plays or close plays at the plate the runner must touch home plate. (Umpire Judgment Call)

Men's League Rules

1. The additional hitter rule (12 hitters) can be used in men's leagues. A team may bat 12 players, but only 10 will play defense. One or both teams can use the additional hitters without consulting the game official or opposing team, but failure to declare such a hitter prior to the game precludes the use of an additional hitter in that game. The batting order must remain constant but any 10 of the 12 players can take a defensive position throughout the game. It is not mandatory to bat 12 hitters.
2. In the case were teams use the additional hitter rule, teams may drop to 10 players in case of injury or player ejection when no other legal sub is available. The first time that batter is supposed to hit, an automatic out will be recorded. After that, his space shall be skipped for the remainder of the game with no further penalty. If a player is ejected or leaves the game voluntarily (not injured) his next time at bat will be an automatic out. After that his space is skipped for the remainder of the game with no further penalty. If a team drops to 9 players the game will be forfeited.
3. Men's teams that begin with 10 (or 9) players may drop to 9 (or 8) players in case of injury or player ejection if no other legal sub is available. If player is ejected or leaves the game voluntarily (not injured), his next time at bat will be an automatic out. After that his space shall be skipped for the remainder of the game with no further penalty. If a team drops to 8 (or 7) players the game will be forfeited.
4. Teams starting with eight players must finish the game with at least eight players, otherwise a forfeit will be declared. Teams may add up to ten players throughout the game.
5. Injury/leave game voluntarily/sick players may not return to play in that particular game. Once they leave the game and their next official bat is skipped they are not eligible to play the remainder of that particular game.

CO-ED Rules

1. Batting order and fielding positions are at the discretion of the coach.
2. When substituting in batting order, men will replace men and women will replace women, or a woman can replace a man.

3. Teams may play with more women than men, if they wish. At no time will there be more men than women on the field or in the batting order.
4. Courtesy runners will also be man for man, woman for woman. Any player on the roster may be the courtesy runner.
5. If a male batter has a strike and is walked, he is automatically advanced to second base if the following batter is a female and she must bat. If a male batter is walked without a strike, he is automatically advanced to second base if the following batter is a female and she has the option to bat or take first base. **(Effective 4/13/15)**
6. Additional hitter's rule: **11 hitter rule:** Teams wishing to bat 11. The additional batter must be female. **12 hitter rule:** Teams wishing to bat 12. The additional hitters may be one (1) male and one (1) female or two (2) females. If batting additional male and female and the female leaves the game and another female substitution is not available the additional male must also leave the game. You may never have more males than females in your lineup. In both circumstances, if a team starts with 11 or 12 players they must finish the game with 11 or 12 players. The only time a team may drop to 10 or 11 is on an injury or ejection. Otherwise a forfeit will be declared.
7. Co-ed teams may play (start game and finish game) with 8 players - 4 women and 4 men, and during the game may add 2 additional players (man and woman or more women).
8. Player injury/voluntarily/sick/ ejection that have left the game, may not return to play in that particular game. Once they leave the game and their next official bat is skipped they are not eligible to play the remainder of that particular game. The first time that batter is supposed to hit an automatic out will be recorded. After that, his/her space shall be skipped for the remainder of game with no further penalty.

Equipment

1. Only rubber or plastic cleats are permitted – **NO METAL SPIKES**
2. Clark County Parks and Recreation reserves the right to approve or reject any softball related equipment for its intended use in the Clark County Softball Program. Equipment does not merely need to meet industry standards, but must meet Clark County & N.S.A. Standards before approval for its use is granted. The N.S.A. and Clark County have adopted a Bat Performance Factor (BPF) of 1.20. All bats with a BPF of 1.20 or less are approved for use in the Clark County N.S.A. Program. A list of approved equipment may be viewed on the NSA website at www.playnsa.com.

League Champions

1. The winner of the league based on standings is determined to be the league champion
2. Head to head play will be used in case of a tie in records.
3. If both teams are tied and split regular season games then a one game playoff will be scheduled.
4. Number of teams in a league will dictate the format.
5. Teams are responsible for \$13.00 per game umpire fee for all playoff games.
6. No team is eligible to win their league in back to back seasons. If your team wins your league you may stay in that league but you will not be eligible for awards or you may transfer to an equal or higher division on transfer day subject to availability. This rule does not apply to our Spring I season.
7. Individual awards will be given to all players on the first place team in each league as well as one team award.

Protests

1. Protests will be accepted on rule clarification only. No judgment calls. When protesting a game, the manager must tell the umpire before the next pitch is thrown after disputed call. The other team will then be notified and the game will continue under protest. A \$20.00 cash protest fee and a written statement must be turned in to Sunset Park Sports Office before 12:00 noon the following workday.
2. Any protest involving ineligible players must be made by the opposing teams manager to the umpire. The umpire will check the photo identification of the protested player and record the

name on the scorecard. The game will continue under protest. A \$20.00 cash protest fee must be turned in to the Sunset Park Sports Office before 12:00 noon the following workday. If the protested player is found to not be a rostered player then the offending team will receive a forfeit. All roster players must have picture identification available upon request at each game. If a game is challenged on the basis of an un-rostered player and the player can not or will not provide picture identification then all games that player played in will be declared a forfeit.

CODE OF CONDUCT

All coaches and players are responsible for knowing and adhering to the Code of Conduct.

Clark County Parks & Recreation staff reserves the right to remove and/or prohibit a team, player, or coach from league play at anytime due to inappropriate behavior or unsportsmanlike conduct.

NO PLAYER / COACH/ SPECTATOR SHALL:

1. At any time, lay a hand upon, shove, strike, or verbally threaten an official, player or spectator.
2. Refuse to abide by the official's decision.
3. Be guilty of obscene gestures or objectionable demonstrations of dissent to official's decision.
4. Discuss with an official in any manner the decision reached by such official unless said player is the designated coach.
5. Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player.
6. Be guilty of abusive attacks or threatening statements upon any player, official, or spectator.
7. Appear on the field to coach under the influence of drugs or alcohol in such a manner as to not have control of his facilities; nor shall he/she have possession of alcoholic beverage or drugs while in the dugout or on the playing field.
8. Demonstrate dissent by throwing gloves, bats, balls, or any other forceful action.
9. Bring illegal, altered or non-approved equipment onto the field.
10. Demonstrate unsportsmanlike conduct.

Minimum Penalty: Ejection from game

Maximum Penalty: Suspension from Clark County Parks & Recreation Sports Leagues